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### 1 [Flexible collaboration transparency: supporting worker independence in replicated application-sharing systems](#)



James Begole, Mary Beth Rosson, Clifford A. Shaffer

 June 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 2

Publisher: ACM Press

Full text available: pdf(312.22 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article presents a critique of conventional collaboration transparency systems, also called "application-sharing" systems, which provide the real-time shared use of legacy single-user applications. We find that conventional collaboration transparency systems are inefficient in their use of network resources and lack support for key groupware principles: concurrent work, relaxed WYSIWIS, and group awareness. Next, we present an alternative approach to implementing collaborat ...

**Keywords:** Flexible JAMM, Java, application sharing, collaboration transparency, computer-supported cooperative work, groupware, usability

### 2 [Supporting worker independence in collaboration transparency](#)



James "Bo" Begole, Mary Beth Rosson, Clifford A. Shaffer

 November 1998 **Proceedings of the 11th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: pdf(255.78 KB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** Java, collaboration transparency, computer-supported cooperative work, groupware, usability

### 3 [Collaboration transparency in the DISCIPLE framework](#)



Wen Li, Weicong Wang, Ivan Marsic

 November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work**

Publisher: ACM Press

Full text available: pdf(2.04 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Sharing single-user software applications is a major goal of synchronous groupware particularly because the majority of applications continues to be developed for single users. We present a mechanism for sharing collaboration-transparent single-user applications in our DISCIPLE collaboration framework. DISCIPLE is the equivalent of a Web browser that allows sharing applets (Java components, both transparent and aware of collaboration). It allows users with no programming background to quick ...

**Keywords:** CSCW frameworks, JavaBeans, collaboration-transparent applications, synchronous groupware

#### 4 Collaboration awareness in support of collaboration transparency: requirements for the next generation of shared window systems



J. Chris Lauwers, Keith A. Lantz

March 1990 **Proceedings of the SIGCHI conference on Human factors in computing systems: Empowering people**

**Publisher:** ACM Press

Full text available: pdf(1.18 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Shared window systems enable existing applications to be shared in the context of a real-time teleconference. The development and successful use of several such systems, albeit within limited user communities, testifies to the merits of the basic idea. However, experience to date has suggested a number of areas that have not been adequately addressed, namely: spontaneous interactions, shared workspace management, floor control, and annotation and telepointing. This paper focuses on the rami ...

#### 5 Empirical evaluation of multi-level buffer cache collaboration for storage systems



Zhifeng Chen, Yan Zhang, Yuanyuan Zhou, Heidi Scott, Berni Schiefer

June 2005 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2005 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '05**, Volume 33 Issue 1

**Publisher:** ACM Press

Full text available: pdf(379.25 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

To bridge the increasing processor-disk performance gap, buffer caches are used in both storage clients (e.g. database systems) and storage servers to reduce the number of slow disk accesses. These buffer caches need to be managed effectively to deliver the performance commensurate to the aggregate buffer cache size. To address this problem, two paradigms have been proposed recently to *collaboratively* manage these buffer caches together: the **hierarchy-aware caching** maintains ...

**Keywords:** collaborative caching, database, file system, storage system

#### 6 Systems: Leveraging single-user applications for multi-user collaboration: the coword approach



Steven Xia, David Sun, Chengzheng Sun, David Chen, Haifeng Shen

November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available: pdf(536.98 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Single-user interactive computer applications are pervasive in our daily lives and work. Leveraging single-user applications for multi-user collaboration has the potential to significantly increase the availability and improve the usability of collaborative

applications. In this paper, we report an innovative <i>transparent adaptation</i> approach for this purpose. The basic idea is to adapt the single-user application programming interface to the data and operational models of the un ...

**Keywords:** application sharing, operational transformation, real-time collaborative word processor, transparent adaptation

7 Transparent sharing of Java applets: a replicated approach



James Begole, Craig A. Struble, Clifford A. Shaffer, Randall B. Smith

October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

**Publisher:** ACM Press

Full text available: [pdf\(1.43 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** Java, collaboration transparency, computer-supported cooperative work, groupware

8 Groupware infrastructure: Transparent sharing and interoperation of heterogeneous single-user applications



Du Li, Rui Li

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available: [pdf\(376.29 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Multi-user applications generally lag behind in features or compatibility with single-user applications. As a result, users are often not motivated to abandon their favorite single-user applications for groupware features that are less frequently used. A well-accepted approach, *collaboration transparency*, is able to convert off-the-shelf single-user applications into groupware without modifying the source code. However, existing systems have been largely striving to develop generic applic ...

**Keywords:** application sharing, collaboration transparency, group editing, heterogeneity, interoperation

9 DCWPL: a programming language for describing collaborative work



Mauricio Cortés, Prateek Mishra

November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available: [pdf\(1.12 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** CSCW, coordination, distributed systems, groupware, programming languages, reengineering

10 Transparency and awareness in a real-time groupware system

Michel Beaudouin-Lafon, Alain Karsenty

December 1992 **Proceedings of the 5th annual ACM symposium on User interface**

**software and technology****Publisher:** ACM PressFull text available: [pdf\(1.12 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article explores real-time groupware systems from the perspective of both the users and the designer. This exploration is carried out through the description of GroupDesign, a real-time multi-user drawing tool that we have developed. From the perspective of the users, we present a number of functionalities that we feel necessary in any real-time groupware system: Graphic & Audio Echo, Localization, Identification, Age, and History. From the perspective of the designer, we demonstra ...

**11 Session 1: Decentralized ad-hoc groupware API and framework for mobile****collaboration**

Dominik Buszko, Wei-Hsing (Dan) Lee, Abdelsalam (Sumi) Helal

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work****Publisher:** ACM PressFull text available: [pdf\(516.64 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe a mobile collaborative system designed for wireless, ad-hoc collaboration. In recent years, mobile computing has emerged as a new discipline in the field of computer science. Due to advances in technology, portable computing devices have become more pervasive. From smart phones, and personal digital assistants (PDAs) running embedded operating systems, to portable computers running conventional desktop operating systems, these devices have increasingly provided communication capabili ...

**Keywords:** ad-hoc collaboration, decentralized groupware, mobile and wireless collaboration

**12 Lessons learned from employing multiple perspectives in a collaborative virtual environment for visualizing scientific data**

Kyoung S. Park, Abhinav Kapoor, Jason Leigh

September 2000 **Proceedings of the third international conference on Collaborative virtual environments****Publisher:** ACM PressFull text available: [pdf\(289.25 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper explores the concept of multiple perspectives to enhance collaboration by allowing remote participants to tailor their views, user-interfaces and roles to their particular needs and expertise. It describes a preliminary design study conducted on users of a collaborative CAVE-based virtual reality tool for visualizing oceanographic data. Results will focus on the patterns of activity within this environment, in particular the manner in which participants transition between individ ...

**Keywords:** CSCW, awareness, multiple perspectives, subjective views

**13 TeamBox: an exploration of collaborative interoperability**

Munir Mandviwalla, Peter Grillo

August 1995 **Proceedings of conference on Organizational computing systems****Publisher:** ACM PressFull text available: [pdf\(741.01 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Given that teams will tend to use a combination of generic groupware and individual

applications, there is a need to address issues of interoperability. However, traditional system interoperability that focuses on making data and applications more accessible may not suffice. In collaborative work, the creating and acting on knowledge is inter-related. Collaborative interoperability should support the sharing and coordination of the knowledge represented by the relationships and context of t ...

#### 14 Videodraw: a video interface for collaborative drawing



John C. Tang, Scott L. Minneman

April 1991 **ACM Transactions on Information Systems (TOIS)**, Volume 9 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

**Keywords:** colloborative systems, gestural interfaces, shared drawing, user interface, video technology, work practice analysis

#### 15 Tools for supporting the collaborative process



James R. Rhyne, Catherine G. Wolf

December 1992 **Proceedings of the 5th annual ACM symposium on User interface software and technology**

**Publisher:** ACM Press

Full text available: [pdf\(994.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Collaborative software has been divided into two temporal categories: synchronous and asynchronous. We argue that this binary distinction is unnecessary and harmful, and present a model for collaboration processes (i.e. the temporal record of the actions of the group members) which includes both synchronous and asynchronous software as submodels. We outline an object-oriented toolkit which implements the model, and present an application of its use in a pen-based conferencing to ...

#### 16 Supporting collaborative writing of hyperdocuments in SEPIA



Jörg M. Haake, Brian Wilson

December 1992 **Proceedings of the 1992 ACM conference on Computer-supported cooperative work**

**Publisher:** ACM Press

Full text available: [pdf\(1.13 MB\)](#) Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

**Keywords:** CSCW, collaborative writing, hypertext, hypertext authoring, modes of collaboration

#### 17 Explaining collaborative filtering recommendations



Jonathan L. Herlocker, Joseph A. Konstan, John Riedl

December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available: [pdf\(167.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Automated collaborative filtering (ACF) systems predict a person's affinity for items or information by connecting that person's recorded interests with the recorded interests of a community of people and sharing ratings between like-minded persons. However, current

recommender systems are black boxes, providing no transparency into the working of the recommendation. Explanations provide that transparency, exposing the reasoning and data behind a recommendation. In this paper, we address ex ...

**Keywords:** GroupLens, MoviesLens, collaborative filtering, explanations, recommender systems

## 18 Collocation and virtual collocation: Integrating 2D and 3D views for spatial collaboration



Wendy A. Schafer, Doug A. Bowman

November 2005 **Proceedings of the 2005 international ACM SIGGROUP conference on Supporting group work GROUP '05**

**Publisher:** ACM Press

Full text available: [pdf\(969.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Spatial collaboration is a specialized form of collaboration where the discussion relates to a physical space. This work investigates how to support distributed spatial collaboration activities. It presents a novel prototype that integrates both two-dimensional and three-dimensional representations. This collaborative software is examined in a qualitative study as a group virtually rearranges their lab furniture. The results describe the group's collaboration and their use of the combined repres ...

**Keywords:** awareness, collaborative virtual environments (CVE), collaborative visualization, groupware, interactive maps

## 19 Computer-supported cooperative work in design: A collaborative platform for fixed and mobile networks



Federico Bergenti, Agostino Poggi, Matteo Somacher

November 2002 **Communications of the ACM**, Volume 45 Issue 11

**Publisher:** ACM Press

Full text available: [pdf\(305.86 KB\)](#) [html\(29.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

C/Webtop: providing users with a means for collaborating while on the move.

## 20 VideoWhiteboard: video shadows to support remote collaboration



John C. Tang, Scott Minneman

March 1991 **Proceedings of the SIGCHI conference on Human factors in computing systems: Reaching through technology**

**Publisher:** ACM Press

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